

Strategy Games: Look Ahead & Explain

Use small finite games to compare moves, anticipate responses and explain a strategy without relying on speed or luck.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Use small finite games to compare moves, anticipate responses and explain a strategy without relying on speed or luck.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 A strategy is a plan that considers future positions.

2 A strong move can reduce an opponent's useful options.

3 Explaining why a move works is deeper than only winning once.

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Analyse a take-away game with 12 counters and allowed moves of 1 or 2.

List possible replies to two candidate moves.

Find a target position worth trying to leave for the opponent.

Test the strategy over several games.

Explain when the strategy fails because a rule changed.

Try it beyond the page

Real-world / hands-on connection

Play a finite counter game with a family member; no money, prizes or chance purchases.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Design a tiny strategy game with fewer than 20 pieces/states and write the rules clearly.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. What is look-ahead?

2. Why test a strategy more than once?

3. Can a strategy depend on the game rules?

Quick review

1. In one sentence, explain the big idea of “Strategy Games: Look Ahead & Explain”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Considering likely future responses.

2. Suggested response

To see whether it works consistently rather than by accident.

3. Suggested response

Yes.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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